

CLAIMS

1. A method of synchronising the replay of audio data sent as data packets in a network of computers, the audio data being sent from a source station to a plurality of destination stations within earshot of one another, each data packet setting out from the source station to respective destination stations at substantially the same time, each packet taking a travel time to reach its destination station, the travel times having a substantially random distribution over a range of times, the method including determining the average travel time of a packet, and providing a delay between the time a given packet is sent and its replay, the delay being adapted such that it corresponds to a time equal to said average travel time plus a constant time.
2. A method of synchronising the replay of audio data sent as data packets in a network of computers, the audio data being sent from a source station to a plurality of destination stations within earshot of one another, each data packet setting out from the source station to respective destination stations at substantially the same time, each packet taking a travel time to reach its destination station, the travel times having a distribution over a range of times, the method including determining the minimum travel time of a packet, and providing a delay between the time a given packet is sent and its replay, the delay being adapted to vary such that it corresponds to a time equal to said minimum travel time plus a constant time.
3. A method as claimed in any preceding claim in which the distribution is a normal distribution.
4. A method as claimed in any preceding claim in which the delay time is sufficiently long for several data packets to have arrived at the destination station before the value of the delay and/or average travel time and/or minimum travel time is computed.

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